

ABSTRACT

Disclosed herein is a method for transmitting state information in a client-server based networked virtual environment in which a plurality of client computers are connected to a server computer through a network. The method includes the steps of measuring distances between a shared object and client avatars corresponding to the client computers in the client-server based networked virtual environment; and adjusting transmission rates of state renewal information from the server computer to the client computers according to the measured distances.

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